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**1**　The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004　**Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: 📄 pdf(17.65 MB)　　Additional Information: full citation, abstract

> This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

**2**　Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004　**Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: 📄 pdf(17.07 MB)　　Additional Information: full citation, abstract

> Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

**3**　Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004　**Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: 📄 pdf(20.19 MB)　　Additional Information: full citation, abstract

> A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art

techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

**4**  Collision detection and proximity queries
Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(11.22 MB)     Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

**5**  Special issue on knowledge representation
Ronald J. Brachman, Brian C. Smith
February 1980 **ACM SIGART Bulletin**, Issue 70
**Publisher:** ACM Press
Full text available: pdf(13.13 MB)     Additional Information: full citation, abstract

In the fall of 1978 we decided to produce a special issue of the SIGART Newsletter devoted to a survey of current knowledge representation research. We felt that there were twe useful functions such an issue could serve. First, we hoped to elicit a clear picture of how people working in this subdiscipline understand knowledge representation research, to illuminate the issues on which current research is focused, and to catalogue what approaches and techniques are currently being developed. Secon ...

**6**  Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**
**Publisher:** ACM Press
Full text available: pdf(613.63 KB)
html(2.78 KB)     Additional Information: full citation, references, citings, index terms

**7**  Facial modeling and animation
Jörg Haber, Demetri Terzopoulos
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
**Publisher:** ACM Press
Full text available: pdf(18.15 MB)     Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

**8**  Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

**Publisher:** IBM Press

Full text available: pdf(4.21 MB)    Additional Information: full citation, abstract, references, index terms

> Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

**9** Shape-based retrieval and analysis of 3D models

Thomas Funkhouser, Michael Kazhdan

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(12.56 MB)    Additional Information: full citation, abstract

> Large repositories of 3D data are rapidly becoming available in several fields, including mechanical CAD, molecular biology, and computer graphics. As the number of 3D models grows, there is an increasing need for computer algorithms to help people find the interesting ones and discover relationships between them. Unfortunately, traditional text-based search techniques are not always effective for 3D models, especially when queries are geometric in nature (e.g., find me objects that fit into thi ...

**10** Learning silhouette features for control of human motion

Liu Ren, Gregory Shakhnarovich, Jessica K. Hodgins, Hanspeter Pfister, Paul Viola

October 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 4

**Publisher:** ACM Press

Full text available: pdf(21.47 MB)    Additional Information: full citation, abstract, references, index terms

> We present a vision-based performance interface for controlling animated human characters. The system interactively combines information about the user's motion contained in silhouettes from three viewpoints with domain knowledge contained in a motion capture database to produce an animation of high quality. Such an interactive system might be useful for authoring, for teleconferencing, or as a control interface for a character in a game. In our implementation, the user performs in front of thre ...
>
> **Keywords:** Performance animation, animation interface, computer vision, machine-learning, motion capture, motion control

**11** Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

**Publisher:** ACM Press

Full text available: pdf(20.64 MB)    Additional Information: full citation

**12** Design and evaluation of a conit-based continuous consistency model for replicated services

Haifeng Yu, Amin Vahdat

August 2002 **ACM Transactions on Computer Systems (TOCS)**, Volume 20 Issue 3

**Publisher:** ACM Press

Full text available: 🗏 pdf(406.85 KB)    Additional Information: full citation, abstract, references, citings, index terms

The tradeoffs between consistency, performance, and availability are well understood. Traditionally, however, designers of replicated systems have been forced to choose from either strong consistency guarantees or none at all. This paper explores the semantic space between traditional strong and optimistic consistency models for replicated services. We argue that an important class of applications can tolerate relaxed consistency, but benefit from bounding the maximum rate of inconsistent access ...

**Keywords**: Conit, consistency model, continuous consistency, network services, relaxed consistency, replication

**13** GPGPU: general purpose computation on graphics hardware

David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
**Publisher:** ACM Press
Full text available: 🗏 pdf(63.03 MB)    Additional Information: full citation, abstract

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

**14** Predicting and Evaluating Saliency for Simplified Polygonal Models

Sarah Howlett, John Hamill, Carol O'Sullivan
July 2005 **ACM Transactions on Applied Perception (TAP)**, Volume 2 Issue 3
**Publisher:** ACM Press
Full text available: 🗏 pdf(3.76 MB)    Additional Information: full citation, abstract, references, index terms

In this paper, we consider the problem of determining feature saliency for three-dimensional (3D) objects and describe a series of experiments that examined if salient features exist and can be predicted in advance. We attempt to determine salient features by using an eye-tracking device to capture human gaze data and then investigate if the visual fidelity of simplified polygonal models can be improved by emphasizing the detail of salient features identified in this way. To try to evaluate the ...

**Keywords**: Visual perception, model simplification, salient features

**15** Flexible support for multiple access control policies

Sushil Jajodia, Pierangela Samarati, Maria Luisa Sapino, V. S. Subrahmanian
June 2001 **ACM Transactions on Database Systems (TODS)**, Volume 26 Issue 2
**Publisher:** ACM Press
Full text available: 🗏 pdf(460.33 KB)    Additional Information: full citation, abstract, references, citings, index terms

Although several access control policies can be devised for controlling access to information, all existing authorization models, and the corresponding enforcement mechanisms, are based on a specific policy (usually the closed policy). As a consequence, although different policy choices are possible in theory, in practice only a specific policy can actually be applied within a given system. In this paper, we present a unified

framework that can enforce multiple access control policies withi ...

**Keywords:** access control policy, authorization, logic programming


**16** <u>Evaluating strategies and systems for content based indexing of person images on</u>
<u>the Web</u>
Yuksel Alp Aslandogan, Clement T. Yu
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**
**Publisher:** ACM Press

Full text available: <u>pdf(944.69 KB)</u>    Additional Information: <u>full citation, abstract, references, citings, index</u>
<u>terms</u>

Content based indexing of multimedia has always been a challenging task. The enormity
and the diversity of the multimedia content on the web adds another dimension to this
challenge. In this paper, we examine ways of combining visual and textual information for
content based indexing of multimedia on the web. In particular, we examine different
methods of combining evidences due to face detection, Text/HTML analysis and face
recognition for identifying person images. We provide experimental e ...

**Keywords:** Dempster-Shafer theory, content based image retrieval, evidence
combination, face detection and recognition, web image retrieval


**17** <u>Papers: animation: Psychophysical evaluation of animated facial expressions</u>
Christian Wallraven, Martin Breidt, Douglas W. Cunningham, Heinrich H. Bülthoff
August 2005 **Proceedings of the 2nd symposium on Appied perception in graphics and**
**visualization APGV '05**
**Publisher:** ACM Press
Full text available: <u>pdf(935.13 KB)</u>   Additional Information: <u>full citation, abstract, references, index terms</u>

The human face is capable of producing an astonishing variety of expressions---
expressions for which sometimes the smallest difference changes the perceived meaning
noticably. Producing realistic-looking facial animations that are able to transport this
degree of complexity continues to be a challenging research topic in computer graphics.
One important question that remains to be answered is: When are facial animations good
enough? Here we present an integrated framework in which psychophysical ...

**Keywords:** 3D-scanning, avatar, evalution of facial animations, perceptually adaptive
graphics, psychophysics, recognition


**18** <u>A model of multimedia information retrieval</u>
Carlo Meghini, Fabrizio Sebastiani, Umberto Straccia
September 2001 **Journal of the ACM (JACM)**, Volume 48 Issue 5
**Publisher:** ACM Press

Full text available: <u>pdf(5.69 MB)</u>    Additional Information: <u>full citation, abstract, references, citings, index</u>
<u>terms</u>

Research on multimedia information retrieval (MIR) has recently witnessed a booming
interest. A prominent feature of this research trend is its simultaneous but independent
materialization within several fields of computer science. The resulting richness of
paradigms, methods and systems may, on the long run, result in a fragmentation of
efforts and slow down progress. The primary goal of this study is to promote an
integration of methods and techniques for MIR by contributing a conceptual model ...

**Keywords:** Description logics, fuzzy logics, multimedia information retrieval

**19** Special issue: AI in engineering

D. Sriram, R. Joobbani

April 1985 **ACM SIGART Bulletin**, Issue 92

**Publisher:** ACM Press

Full text available: pdf(8.79 MB)     Additional Information: full citation, abstract

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

**20** Face recognition: A literature survey

W. Zhao, R. Chellappa, P. J. Phillips, A. Rosenfeld

December 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 4

**Publisher:** ACM Press

Full text available: pdf(4.28 MB)     Additional Information: full citation, abstract, references, citings, index terms

As one of the most successful applications of image analysis and understanding, face recognition has recently received significant attention, especially during the past several years. At least two reasons account for this trend: the first is the wide range of commercial and law enforcement applications, and the second is the availability of feasible technologies after 30 years of research. Even though current machine recognition systems have reached a certain level of maturity, their success is ...

**Keywords**: Face recognition, person identification

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